

FINAL MILLER NUMBER ISSUE

Number 8

ARDA

10 August 1981

ARDA is an occasional and irregular publication of the North American Variant Banks, and comes from NAVB-West, the central archive depository for the NAVB system. It is edited and published by the Custodian of NAVB-West, Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. The purpose of ARDA is to carry information on NAVB holdings and activities, to publish Diplomacy variants, and to promote the variant branch of the hobby generally. This is Pandemonium Publication #725.

ARDA is sent free of charge to DIPLOMACY WORLD, the Hobby Archivist, the Hobby Reprint Custodian, the Custodians of NAVB-East and -North, the Custodian of the UKVB, the Miller Number Custodian, and anyone else who might need a particular issue. ARDA will trade with other Diplomacy variant publications so long as the editor is aware that we aren't very regular.

SUBSCRIPTIONS: 5c per page (or 10c for each sheet printed on both sides) plus postage and envelope. Whole issue prices: ARDA 3 (50c), ARDA 4 (90c), ARDA 5 (35c), ARDA 6 (45c), ARDA 7 (\$1.25). Please make checks (U.S. funds only) payable to R. C. Walker.

INQUIRIES are accepted. Other Custodians have priority. All others are on a time-available basis and must (MUST) be accompanied by a legal size stamped, self-addressed envelope (SASE).

GAMES may be purchased from us. See our rates in ARDA 7, the latest catalogue issue.

MILLER NUMBERS TRANSFERRED

In early July Greg Costikyan designated John Leeder as his successor. I have a letter from Greg on that, although Greg has printed no official announcement on the matter. Just for the record, I will also designate John as my successor, so that regardless of how anyone feels about the transfer of the job temporarily from Greg to me, it should not be questioned.

At the moment the Canadian postal strike continues unabated, although it is expected to end soon, perhaps within the week. Thereafter we can expect a long period of catch-up work and really slow delivery, before the CPO resumes its normal sluggish activity.

In view of that problem, I contacted John by telephone last week; he had just returned from a 3-week vacation. He had learned of the proposed transfer to him through a third party, and had in fact requested that it be made. John had earlier been making noises about cutting back on hobby activities, but he now feels he has much more time and can do the job. I can certainly think of no one more qualified than John to do the work: he is a long-time hobby veteran, into variants for a decade or so, and presently Custodian of NAVB-North. I hope everyone will support him and assist him in the changeover and in the performance of his job. Particularly, PLEASE send him gamestart and game finish information so that he can publish it.

John and I have agreed on the following interim procedure. While the strike continues, I will continue to act on his behalf and work on clearing up the backlog. Game information should continue to come to me until the strike is over; if I publish nothing further, I will simply pass it on to John. John should receive a big package of materials from Greg later on (the decision to transfer was made after the strike began, apparently). I will also send a package to John containing ARDAs 6-8 and copies of all Greg's letters to me, covering the arrangements he wished to make regarding the new

MN designators, MNC/NAVB-West relations, and so on. My attitude has been that Greg desired these arrangements be completed before the transfer, and that I had accepted them insofar as they affected NAVB-West; therefore, they ought to be considered as being in effect. John is naturally anxious to review the whole situation before making a commitment. He and I have agreed that if any problems or conflicts or inconsistencies arise in the future as a result of things published in ARDAs 6 and 8, he and I will resolve them between us, amicably. I do want it clearly understood that John Leeder is MNC, that I am not (although temporarily acting in his behalf), that he is going to run his own show, and I am committed in advance to accept any decisions he ultimately makes.

### New Miller Numbers Assigned

#### For 1979

1979Sjh. HOLOCAUST. GM: Bob Sergeant. Zine: ST. GEORGE & THE DRAGON. Africa, Glenn Ledder; Australia, Dennis Sulsberger; Canada, John Sokol; China, Fred Hyatt; Europe, David Hooton; Japan, Chuck Price; Russia, Eugene Paulson; South America, Steve McLendon; U.S.A., George Pyfrom.

#### For 1980

1980Ujb. MACHIAVELLI (1453 scenario). GM: Tom Swider. Zine: SHOGUN'S SWORD. France, Dan Palter; Austria, Keith Kendall; Milan, Don Swartz; Venice, Scott Smith; Florence, Peter Ansoff; Papacy, Ben Schilling; Naples, Kevin Welsh; Turkey, Paul Goodrich.

1980Vjg. BLIND DIP (#1). GM: Lee Kendter. Zine: WHY ME? Austria, Vern Schaller; England, John Kador; France, Karl Schuetz; Germany, Art Schleinkofer; Italy, Phil Cooper; Russia, Jerry Muto; Turkey, M. McGranaghan.

1980Wjg. BLIND DIP (#2). GM: Lee Kendter. Zine: WHY ME? Austria, Walt Auctott; England, Robert Stimmel; France, Steve McLendon; Germany, Jack Brawner; Italy, John Michalski; Russia, Jack Fleming; Turkey, Ed Tucker.

1980Xjg. BLIND DIP (#3). GM: Karl Schuetz. Zine: WHY ME? Austria, Phil Cooper; England, Bill Hart; France, Daniel Loewenstern; Germany, David Pierce; Italy, Fred Tpwnsend; Russia, Steve Cartier; Turkey, Lee Kendter.

1980Yjq. WORLD WAR IIIb. GM: Bob Sergeant. Zine: ST. GEORGE & THE DRAGON. (Game was in FLYING DUTCHMAN for first season only.) Argentina, Bill Lafosse; Australia, Bill Thompson; Brazil, Michael Mills; Canada, Stephen D'Alessandro; China, J. Remillard; Egypt, Bern Sampson; European Common Market, Mark Stevens; India, Dale Kemper; Japan, Vern Schaller; Peru, Charles Miller; UofSA, Tom Thornsen; USSR, Bill Buck; USofA, Jim Yerkey; Warsaw Pact, George Pyfrom; W.A.F., Roscoe McPherren.

#### For 1981

1981Jpe02. EXCALIBUR. GM: Dave Dart. Zine: OUTPOSTS (England). British, Ian Wright; Picts, Andrew Poole; Scots, Graham Mason; Saxons, Andy Murby; Angles, Steve Harvey; Jutes, Chris Barrows; Frisians, Steve Rawson.

1981Kts01. DOWNFALL (...) I. GM: Andy Murby. Zine: OUTPOSTS. Elves, Steve Harvey; Dwarves, Nigel Rushton; Gondor, Graham Mason; Rohan, Andrew Poole; Sauron, David McClure; Saruman, Chris Barrows; Umbar, Andy Ellison; Gandalf, Kevan Day.

1981Lgf08. SMALL WORLD II-R. GM: Chris Barrows. Zine: OUTPOSTS. Africa, David McClure; China, Graham Mason; Islam, David Swann; North America, Steve Harvey; Russia, Kevan Day; South America, David Dart; Western Europe, Barry Twycross.

1981Mcn05. CLINE 9-MAN DIPLOMACY IV. GM: Steve Harvey. Zine: OUTPOSTS. Austria, Barry Twycross; Barbary States, Andrew Poole; England, Dave Dart;

France, Kevan Day; Germany, Dave Swann; Italy, Graham Mason; Persia, Andy Ellison; Russia, Andy Murby; Turkey, Steve Rawson.

1981Nrd07. KRIEGSPLOMACY. GM: Don Woods. Zine: none (conducted on computer network). Austria, Chuck Feinstein; England, Ed Baines; France, Steve Quarterman; Germany, Allen Wells; Italy, Mary Beck; Russia, Doug Lenat; Turkey, Andy Daniels.

### Game Finishes

1980Vjg. (See gamelist p. 2.) Only change: Turkey: M. McGranaghan (res SO3), Dave Arnott.

	01	02	03	04	05	06	07		
AUSTRIA	5	6	8	9	8	9	8	(Drew SO8)	Three-way draw declared by player vote, Spring 1908.
ENGLAND	4	3	1	-					
FRANCE	5	5	7	8	9	9	9	(Drew SO8)	
GERMANY	5	7	8	10	11	11	13	(Drew SO8)	
ITALY	4	5	4	4	4	4	3		
RUSSIA	6	4	2	-					
TURKEY	4	4	4	3	2	1	1		

1980Wjg. (See gamelist p. 2) Germany: Jack Brawner (dro FO4), civ.dis.

	01	02	03	04	05	06		
AUSTRIA	3	1	-					Two-way draw declared by (?) player vote in about Winter 1906.
ENGLAND	4	3	3	2	1	-		
FRANCE	4	6	6	7	9	10	(Drew ?WO6)	
GERMANY	5	7	6	4	4	2		
ITALY	4	4	6	6	7	8		
RUSSIA	7	7	8	10	10	12	(Drew ?WO6)	
TURKEY	4	6	5	5	3	2		

1981Nrd07. (See gamelist at top of this page.)

	01	02	03	04	05		
AUSTRIA	4	5	7	8	10	(Drew WO5)	Two-way draw declared by player concession, Winter 1905.
ENGLAND	3	4	5	4	3		
FRANCE	5	5	4	5	2		
GERMANY	3	4	4	5	3		
ITALY	5	5	3	1	-		
RUSSIA	4	5	4	3	4		
TURKEY	5	6	7	8	12	(Drew WO5)	

### UPDATES TO THE NAVB CATALOGUE

I would like to thank, particularly, and in alphabetical order, Peter Ansoff, Mark Berch, and Fred Davis for their help in expanding our holdings. Peter has managed to obtain for us most of the various Hypereconomic rules. Mark uncovered a number of old games, including copies of the first worldwide and Chinese variants in the hobby's history, my Imperialism VIII and Open Door. I'm not sure the multicolored ditto will xerox very well, but at least we now have them and can prepare new editions if anybody is really all that interested. Fred has sent us a large number of English (mostly) variants which we did not have before.

		<u>Maps</u>	<u>Rules</u>
cb14/07	Perisan Variant II / M. J.-Polczynski	1	4
cm03/07	Vatican Variant / B. Linsey (X...map with rules)	X	1
dc01/08	Scramble for Africa / D. Watts (*legal size)	2*	1*
ec02/07	Open Door (Colonialism III) / R.Walker	4	1
(E) i.	<u>India</u>		
ei01/05	India / S. Agar	1	1
(F) y.	<u>The Young Kingdoms (Moorcock)</u>		
fy01/07	Young Kingdoms III / S. Agar (*legal)	1*	2
ge01/47	((We now also have the 3rd...somewhat revised...edition, totalling 3 legal-size maps & 29 pages of rules.))		

4.		ARDA 8	
ge03/48	Hypereconomic Dip. IV / T. Mohrmann <u>et al.</u>	7	24
ge04/9-32	Hypereconomic Dip. V / T. Mohrmann <u>et al.</u>	3	29
gp16/09	Imperialism VIII / R. Walker	3	1
hn05/05	Napoleon / S. Agar	1	1
mb02/07	1000 A.D. II / J. Lovibond ((CORRECTION)) (*legal)	2*	2*
mb03/07	1000 A.D. III / J. Lovibond (*legal)	2*	2*
pe03/09	((CORRECT TO)) Game of the Clans I (Scottomacy) / W. Hoheisel		
pe09/02	English Civil War II / S. Agar ( <u>note: only two players</u> )	2	2
pe10/08	Game of the Clans II / Hoheisel/Agar	2	1
rb21/07	Second Chance Dip. / D. Del Grande	0	1
rb22/07	Army/Fleet Rules Module (1981 Ed.) / F. Davis	0	2
rd08/07	Blind Dip. / L. Kendter	0	1
rd09/07	Universal Stab / Evans/Agar	0	1
rm02/08	((CORRECT TO)) Bolshevik I		
rm26/07-17	Revolution / S. Agar	0	2
rm27/07	City/Country Dip. / M. J.-Polczynski	0	2
rm28/08	There Are Aliens Among Us / P. Willey	0	1
rn08/07	Air Dip. II / M. J.-Polczynski	0	2
rn09/07	Palantirri ((sic!)) / L. Lakofka	0	3
rs21/08	Bolshevik II / Patterson/J.-Polczynski (w/Bolshevik III)	0	1
rs22/08	Bolshevik III / Patterson/J.-Polczynski (*order w/rs21/08)	0	*
(R)	<u>u. Players Remake Map or Map Alters Progressively</u>		
ru01/07	Geophysical Dip. II / Maiden/Black	0	2
ru02/07	Deluge / T. Sharrock	0	1
sg03/05	(CORRECTION TO NUMBER ONLY)		
uul2/07	Heptapherical Dip. / Dodds/Walker (X...map with rules)	X	1

This represents an expansion of our archive by 29 games, a very respectable growth. I've written Andrew Poole of England, who is inheriting the UKVB, and we hope to effect a trade of materials so that a few dozen more games will be added to the archive.

Well, I promised you a game this issue. Let's do one of our new arrivals from the English variant hobby. We will now proceed to:

## NAPOLEON

by Steve Agar

0. The Rules of Diplomacy (1971) apply , except where amended below.

1. There are five great powers: Austria, England, France, Prussia, and Russia. Initial Placement:

AUSTRIA: A Budapest, A Illyria, A Vienna.

ENGLAND: F Bristol, F London, F Yorkshire.

FRANCE: A Austrian Netherlands, A Paris, F Brest, F Marseilles.

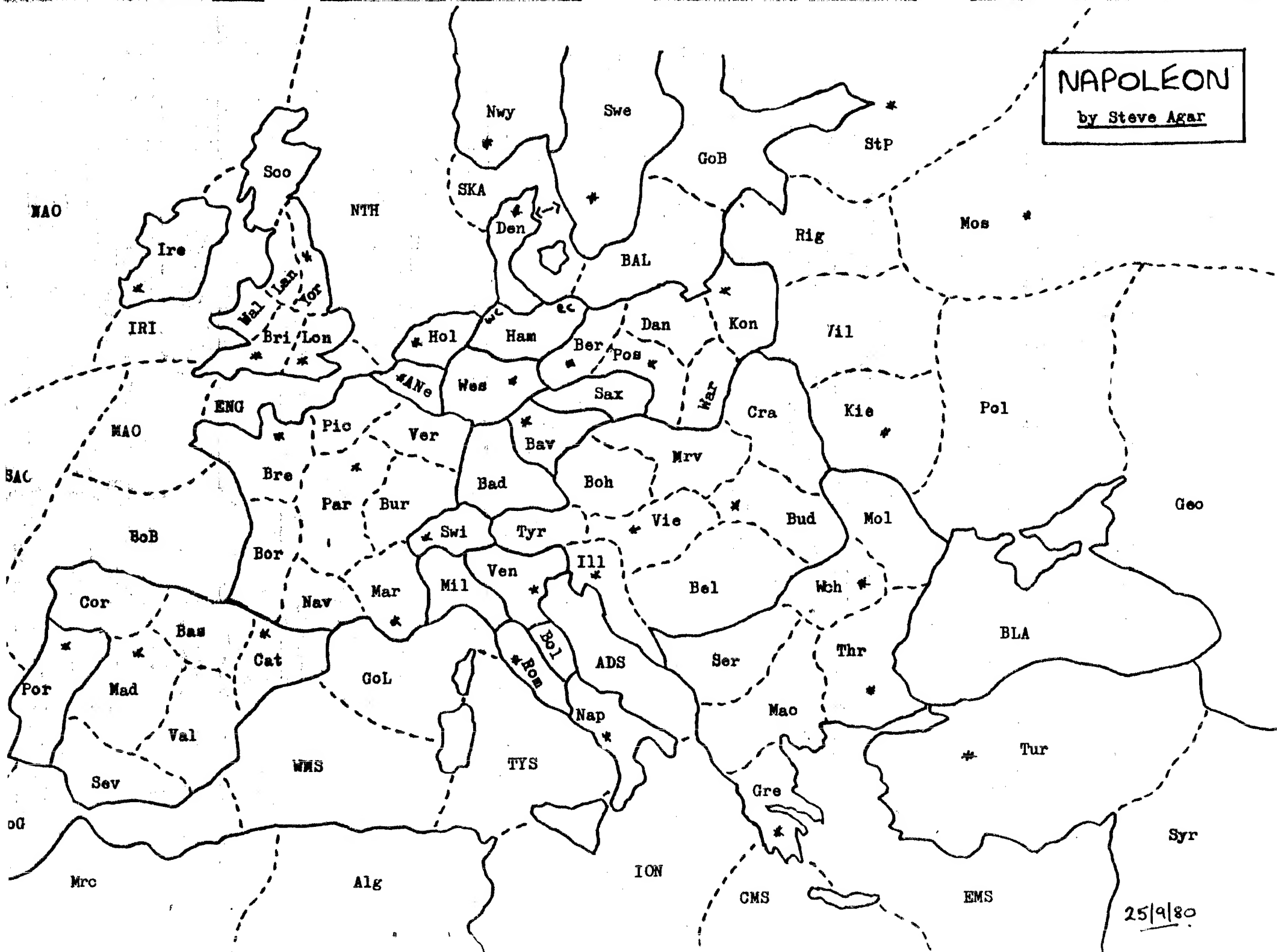
PRUSSIA: A Berlin, A Konigsberg, A Posen.

RUSSIA: A Kiev, A Moscow, F St.Petersburg.

2. Switch. In addition to the usual orders of move, stand, support, and convoy, that of "switch" is added. If a unit elects to switch it must stand for that season, the success of the switch from army to fleet (or vice versa) being ensured only if the unit concerned is not attacked that season (whether the attack is successful or not).

3. Coalitions. Support and convoy between Great Powers is illegal. Co-operation between Powers is only possible if they are members of the same coalition. The alliance structures of coalitions must be publicly announced--any party to a coalition can withdraw at any time, while parties joining an existing coalition can only do so with the unanimous agreement of the existing parties. Withdrawals and entries to a coalition take place after the conflict of the season in which they are announced. Members of the same coalition are considered to act as one power for the purposes of the self-dislodgement rule. No Power may withdraw from one coalition and join another in the same season.

NAPOLÉON  
by Steve Agar



4. War. No Power may enter any province under the control of another player without either obtaining permission to do so, or declaring war. A declaration of war takes effect before the movement of the season in which it is announced. For a coalition to declare war, all parties must declare war separately--if one or more of the parties fail to do this, the coalition is split into two separate coalitions, one for war, the other against. Declarations of war may not be made conditional on other nations declaring war. Once war has been declared, it may not be ended until at least one province has changed control. Peace, like war, may be declared, taking effect before movement, but both sides must so declare--two sets of orders should be submitted to the GM in this case, one to be used in the event of the enemy agreeing to peace, the other to be used if the war continues. As in war, a declaration of peace needs unanimity in coalitions or a split will develop. If a member of a coalition NMRs, then it is assumed he is always voting with the majority, or in the event of a tie, that he is always on the side of peace.

5. Control of Provinces. At the beginning of the game, each Power controls the provinces inside his own borders, with the exception of France who also controls the Austrian Netherlands. Throughout the game control of a province is vested in the Power that last occupied it (though, in the case of supply centers, such occupation must have been in the Fall). Any move by a Power into a province under the control of another without either leave to do so, or a declaration of war, will fail. Any Power may give leave for specified units of another Power to enter specified provinces, and such permission may be withdrawn at will. If a Power occupies a province under such an agreement, his occupation will not affect ownership unless the player doing the occupying specifically asks the GM that it will do so--an action which is tantamount to a declaration of war if it is done contrary to the wishes of the player originally controlling the province.

6. Cession. Any Power may cede any province under its control to another Power. Once a province is handed over in this manner it may not be taken back without military occupation or a further cession by the receiving Power. If a supply center is ceded it may not be counted toward the SC total for the Power giving up the SC from that moment on, yet it cannot be counted toward the SC total for the receiving Power until that Power has occupied (spring or fall) it. Cession takes place after movement and may be made conditional on any move, change in alliance structure, or reciprocal cession. Builds take place after cession and coalition changes and thus may be made conditional on either.

7. There are 34 centers; 18 are required for victory. Although the geography of the board more closely resembles 1805, Spring 1800 will be taken as the opening move for the sake of simplicity.

8. I appreciate that the rules covering coalitions, war, and peace may not cover every eventuality, so I leave it up to GMs to make rulings on such situations that may occur so long as they are within the spirit of the rules outlined above.

Abbreviations: BoB, Bay of Biscay; CMS, Central Med. Sea; SAO, South Atlantic Ocean; SoG, Straits of Gibraltar.

Alg, Alberia; ANe, Austrian Netherlands; Bad, Baden; Bas, Basque Provinces; Bav, Bavaria; Bel, Belgrade; Bol, Bologna; Bor, Bordeaux; Bri, Bristol; Cat, Catalonia; Cor, Corunna; Cra, Cracow; Dan, Danzig; Geo, Georgia; Ham, Hamburg; Ill, Illyrian Provinces; Ire, Ireland; Kon, Konigsberg; Lan, Lancashire; Mad, Madrid; Mac, Macedonia; Mil, Milan; Mrc, Morocco; Mrv, Moravia; Mol, Moldavia; Nav, Navarre; Pol, Potava; Pos, Posen; Rig, Riga; Sax, Saxony; Sco, Scotland; Sev, Seville; Thr, Thrace; Tur, Turkey; Val, Valencia; Ver, Verdun; Vil, Vilna; Wch, Wallachia; Wes, Westphalia. Other abbreviations as in regular Diplomacy (i.e., as indicated on map).